

## CUSTOMER SUPPORT

*Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

**Internet:** <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

*Note: Internet support is handled in English only.*

*Note: The multiplayer components of Activision games are handled only through Internet support.*

**Phone:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at [www.activision.com](http://www.activision.com)  
so we can enter you in our monthly  
drawing for a fabulous Activision prize.

To view a full length manual, including credits, visit  
[www.activision.com/en\\_US/manuals/](http://www.activision.com/en_US/manuals/)

For hints and tips about this title, please visit:



[www.bradygames.com](http://www.bradygames.com)

**ACTIVISION**

[activision.com](http://activision.com)



Activision, Inc.  
P.O. Box 67713  
Los Angeles, CA 90067  
81979.226.US

Pave Low<sup>®</sup>, Sikorsky<sup>®</sup> and the Pave Low helicopter design is used under license from Sikorsky Aircraft Corporation. LOCKHEED MARTIN, F-22 Raptor, associated emblems and logos, and body designs of vehicles are either registered trademarks or trademarks of Lockheed Martin Corporation in the USA and/or other countries, used under license by DreamWorks, LLC. Buffalo<sup>™</sup> MPCV<sup>™</sup> is used under license from Force Protection Industries. Hello, the Hello logo and any other product names, service names or logos of Hello are trademarks of Hello LLC. © 2006 Hello. All rights reserved. Camaro, GMC, Hummer, Solstice, Topkick and all related emblems and vehicle body designs are General Motors trademarks used under license to Hasbro, Inc. Saleen<sup>®</sup> and S281<sup>®</sup> are trademarks of Saleen Inc. used under license.



XBOX 360

# TRANSFORMERS<sup>™</sup> THE GAME





**⚠ WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

#### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

#### SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

**INFORMATION COLLECTION.** This Program incorporates technology of Massive Incorporated ("Massive") that enables certain in-game objects (e.g. advertising) to be temporarily uploaded to your personal computer or game console and placed in-game while connected online. As part of that process no personally identifiable information about you is collected and only select non-personally identifiable information is temporarily logged. No logged information is used to determine any personally identifiable information about you. For additional details see Massive's privacy policy at <http://www.massiveincorporated.com/privacy.htm>.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of origin purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING AN WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from a damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.



## NOTES

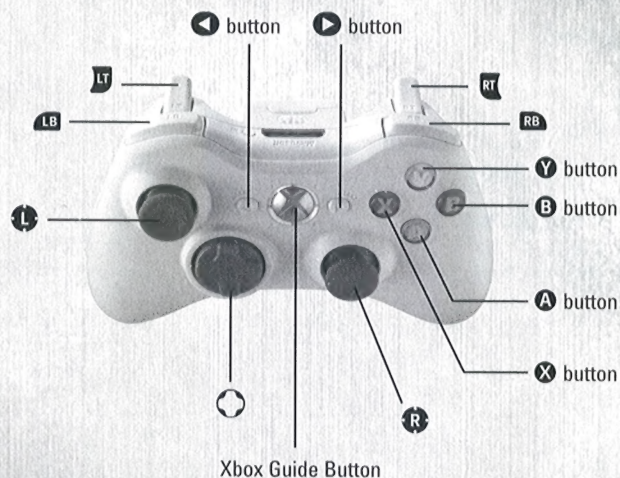
## TABLE OF CONTENTS

Controls .....	2
Story .....	3
Standard Controls .....	3
Advanced Controls .....	4
HUD .....	6
Saving and Loading .....	6
Gameplay Tips and Strategy .....	7
Software License Agreement .....	9
Customer Support .....	Back Cover



## CONTROLS

### Xbox 360™ Controls



### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## GAMEPLAY TIPS AND STRATEGY

**Roll** – Double-tap the **left control stick** in a direction to roll and get out of trouble quickly in combat.

**Ground Attack** – Press the **X** button after jumping to perform a powerful ground smash that will knock back nearby enemies, useful when you need to attack a group.

**Changing Forms** – Different situations call for different tactics. Sometimes it is best to be in Robot mode and sometimes your Vehicle mode will give better results. Try switching regularly between the two when in tricky situations.

**Gaining Health** – Picking up Life-force sparks will replenish some of your lost health. Try defeating enemies and smashing buildings to find more health pickups.

**Climb Buildings** – Press the **A** button to jump and grab onto the side of a building, and use **L** to climb on the building. Climb to the top to vault onto the roof and gain a height advantage over your enemies.

**Melee Weapons** – Some objects in the game can be used as a melee club when picked up. Press the **X** button to swing an object. Experiment with different objects in the game world as some may have unexpected results!

**Nitro** – Some TRANSFORMERS have the ability to use a Nitro boost when in their Car mode by pressing the **LT**. This gives a powerful speed boost that can be useful. However, be wary as you may find it harder to keep control at such high speeds. The amount of Nitro you have remaining is shown on the Nitro bar on the HUD, and will replenish over time when you are not using it.

**Challenge Yourself** – Around the game world you will find various challenge markers. Collect enough of them and you'll open up new challenges, such as timed races or survival tests. Are you up to the challenge?

**Blocking** – Blocking can help prevent damage when under heavy attack. Pull the **LT** to block enemies' attacks. Beware though, some enemies will also block your attacks. Try different attacks to see if you can break through their defense.

**Skills** – Performing certain actions in game such as long slides or jumps will start a Skill Tracker Chain. If you manage to light up all the TRANSFORMERS Symbols in the Skill Tracker then you will unlock new and exciting extras. Experiment by trying different things and try to unlock all the skills in each level.



## HUD

Life-force  
Meter

Targeting  
Reticule

Weapon  
Energy



Radar

**Life-force Meter** — Displays your remaining life-force. When the meter is completely depleted you will be defeated.

**Weapon Energy** — Your weapons have unlimited energy, however, after prolonged firing, they will need time to cool off. When the Weapon Energy bars are depleted, you will need to wait for them to recharge. When in Vehicle mode, your nitro will also be shown here, if available.

**Targeting Reticule** — This shows where your shots will be aimed. When locked onto an enemy, this will also show the enemies' remaining health.

**Radar** — This shows your current location. Mission objectives and challenge markers will be shown here.

## SAVING AND LOADING

To save a game you'll need at least 128 KB of free space available.

## STORY

Long ago, on the distant planet Cybertron, a race of autonomous robotic life forms waged civil war without end. Two factions rose and fought for an artifact of unspeakable power, which gave life to their race: the AllSpark.

The AUTOBOTS, sworn to protect the AllSpark, battled heroically against the treacherous DECEPTICONS, who desired the AllSpark's power only for evil. Their war raged on, and in a final act of self-sacrifice the AUTOBOTS jettisoned the AllSpark into the depths of space, where it would remain hidden for countless years on a remote planet called Earth.

Now, the forces of good and evil gather again to continue their battle for the AllSpark, and the war that began on Cybertron will be finished on Earth.

**Their war. Our world. Your Choice.**

## STANDARD CONTROLS













### ROBOT FORM / VEHICLE FORM

<b>Y</b> button	Convert to Vehicle / Robot Form
<b>X</b> button	Melee / Brake
<b>A</b> button	Jump / Accelerate
<b>B</b> button	Pick Up
<b>L</b>	Movement / Steer
<b>R</b>	Rotate Camera
<b>RT</b>	Light Weapon
<b>LT</b>	Block / Nitro
<b>RB</b>	Heavy Weapon
<b>LB</b>	Target Lock On / Handbrake
	Rear View
	Pause
	Information Screen















## ADVANCED CONTROLS

### BLACKOUT (Robot Form / Helicopter Form)










 button	Convert to Vehicle / Robot Form
 button	Melee
 button	Jump / Nitro
 button	Pick Up
 button	Movement / Steer
 button	Climb / Dive / Rotate Camera
 button	Light Weapon
 button	Block
 button	Heavy Weapon
 button	Target Lock On
 button	Pause
 button	Information Screen

## STARSCREAM & MEGATRON

### (Robot Form / Jet Form)

 button	Convert to Vehicle / Robot Form
 button	Melee
 button	Jump / Nitro
 button	Pick Up
 button	Movement / Steer
 button	Climb / Dive / Rotate Camera
 button	Light Weapon
 button	Block
 button	Heavy Weapon
 button	Target Lock On
 button	Pause
 button	Information Screen

## SCORPONOK

 button	Dive Underground
 button	Melee
 button	Movement
 button	Rotate Camera
 button	Light Weapon
 button	Heavy Weapon
 button	Target Lock On
 button	Pause
 button	Information Screen